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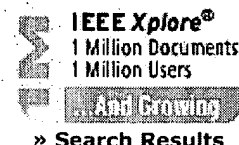
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1 Gain fixed pattern noise correction via optical flow

SukHwan Lim; El Gamal, A.;

Circuits and Systems I: Regular Papers, IEEE Transactions on [see also Circuits and Systems I: Fundamental Theory and Applications, IEEE Transactions on] , Volume: 51 , Issue: 4 , April 2004
Pages:779 - 786

[\[Abstract\]](#) [\[PDF Full-Text \(496 KB\)\]](#) IEEE JNL

2 Robust Segmentation and Tracking of Colored Objects in Video

Gevers, T.;

Circuits and Systems for Video Technology, IEEE Transactions on , Volume: 14 , Issue: 6 , June 2004
Pages:776 - 781

[\[Abstract\]](#) [\[PDF Full-Text \(288 KB\)\]](#) IEEE JNL

3 Spatio-temporal deconvolution of NDVI image sequences using independent component analysis

Lotsch, A.; Friedl, M.A.; Pinzon, J.;

Geoscience and Remote Sensing, IEEE Transactions on , Volume: 41 , Issue: 12 , Dec. 2003
Pages:2938 - 2942

[\[Abstract\]](#) [\[PDF Full-Text \(445 KB\)\]](#) IEEE JNL

4 Data Considerations for Planetary Space Science Photography

Malling, L.;

Communications, IEEE Transactions on [legacy, pre - 1988] , Volume: 15 , Issue: 5 , Oct 1967
Pages:665 - 669

[\[Abstract\]](#) [\[PDF Full-Text \(552 KB\)\]](#) IEEE JNL

5 Learning-based spatio-temporal vehicle tracking and indexing for transportation multimedia database systems

Shu-Ching Chen; Mei-Ling Shyu; Peeta, S.; Chengcui Zhang;

Intelligent Transportation Systems, IEEE Transactions on , Volume: 4 , Issue: 3 , Sept. 2003

Pages:154 - 167

[\[Abstract\]](#) [\[PDF Full-Text \(1603 KB\)\]](#) IEEE JNL

6 Silhouette analysis-based gait recognition for human identification

Liang Wang; Tieniu Tan; Huazhong Ning; Weiming Hu;

Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 25 , Issue: 12 , Dec. 2003

Pages:1505 - 1518

[\[Abstract\]](#) [\[PDF Full-Text \(1091 KB\)\]](#) IEEE JNL

7 Automatic video summarizing tool using MPEG-7 descriptors for personal video recorder

Jae-Ho Lee; Gwang-Gook Lee; Whoi-Yul Kim;

Consumer Electronics, IEEE Transactions on , Volume: 49 , Issue: 3 , Aug. 2003

Pages:742 - 749

[\[Abstract\]](#) [\[PDF Full-Text \(977 KB\)\]](#) IEEE JNL

8 Detection of wave groups in SAR images and radar image sequences

Dankert, H.; Horstmann, J.; Lehner, S.; Rosenthal, W.;

Geoscience and Remote Sensing, IEEE Transactions on , Volume: 41 , Issue: 6 , June 2003

Pages:1437 - 1446

[\[Abstract\]](#) [\[PDF Full-Text \(2937 KB\)\]](#) IEEE JNL

9 Simulations and measurements of optical images of insonified ultrasound contrast microbubbles

Postema, M.; Bouakaz, A.; Chien Ting Chin; de Jong, N.;

Ultrasonics, Ferroelectrics and Frequency Control, IEEE Transactions on , Volume: 50 , Issue: 5 , May 2003

Pages:523 - 536

[\[Abstract\]](#) [\[PDF Full-Text \(1081 KB\)\]](#) IEEE JNL

10 Positioning beacon system using digital camera and LEDs

Hugh Sing Liu; Pang, G.;

Vehicular Technology, IEEE Transactions on , Volume: 52 , Issue: 2 , March 2003

Pages:406 - 419

[\[Abstract\]](#) [\[PDF Full-Text \(1115 KB\)\]](#) IEEE JNL

11 3D recording for archaeological fieldwork

Pollefeys, M.; Van Gool, L.; Vergauwen, M.; Cornelis, K.; Verbiest, F.; Tops, J.;

Computer Graphics and Applications, IEEE , Volume: 23 , Issue: 3 , May-June 2003

Pages:20 - 27

[\[Abstract\]](#) [\[PDF Full-Text \(2476 KB\)\]](#) [IEEE JNL](#)

12 Gamma camera PET with low energy collimators: characterization and correction of scatter

Di Bella, E.V.R.;

Nuclear Science, IEEE Transactions on , Volume: 49 , Issue: 5 , Oct. 2002

Pages:2067 - 2073

[\[Abstract\]](#) [\[PDF Full-Text \(878 KB\)\]](#) [IEEE JNL](#)

13 Automated flaw detection in aluminum castings based on the tracking of potential defects in a radioscopic image sequence

Mery, D.; Filbert, D.;

Robotics and Automation, IEEE Transactions on , Volume: 18 , Issue: 6 , Dec. 2002

Pages:890 - 901

[\[Abstract\]](#) [\[PDF Full-Text \(1224 KB\)\]](#) [IEEE JNL](#)

14 Writing sequences on the plane

Soljanin, E.;

Information Theory, IEEE Transactions on , Volume: 48 , Issue: 6 , June 2002

Pages:1344 - 1354

[\[Abstract\]](#) [\[PDF Full-Text \(344 KB\)\]](#) [IEEE JNL](#)

15 Analysis of displacement errors in high-resolution image reconstruction with multisensors

Ng, M.K.; Bose, N.K.;

Circuits and Systems I: Fundamental Theory and Applications, IEEE Transactions on [see also Circuits and Systems I: Regular Papers, IEEE Transactions on] , Volume: 49 , Issue: 6 , June 2002

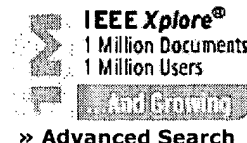
Pages:806 - 813

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1 Monitoring for rotor shorted turns
Smith, R.;

 Understanding your Condition Monitoring (Ref. No.1999/117), IEE Colloquium on , 22 April 1999
 Pages:8/1 - 820

[\[Abstract\]](#) [\[PDF Full-Text \(824 KB\)\]](#) **IEE CNF**
2 Deterministic rendering of self-affine fractals
Monro, D.M.; Dudbridge, F.; Wilson, A.;

Application of Fractal Techniques in Image Processing, IEE Colloquium on , 3 Dec 1990

Pages:5/1 - 5/4

[\[Abstract\]](#) [\[PDF Full-Text \(212 KB\)\]](#) **IEE CNF**

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1 [Spoken dialogue technology: enabling the conversational user interface](#)

March 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 1

Full text available: [pdf\(987.69 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Spoken dialogue systems allow users to interact with computer-based applications such as databases and ex systems by using natural spoken language. The origins of spoken dialogue systems can be traced back to Art Intelligence research in the 1950s concerned with developing conversational interfaces. However, it is only w the last decade or so, with major advances in speech technology, that large-scale working systems have bee developed and, in some cases, introduced into commerc ...

Keywords: Dialogue management, human computer interaction, language generation, language understand speech recognition, speech synthesis

2 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborativ research**

Full text available: [pdf\(4.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualizatio tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are of very complex and do not provide the user with the desired overview of the application. In our experience, su tools display repeated occurrences of non-trivial commun ...

3 [Human-computer interface development: concepts and systems for its management](#)

H. Rex Hartson, Deborah Hix

March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

Full text available: [pdf\(7.97 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execu evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

4 [Interactive Editing Systems: Part II](#)

Norman Meyrowitz, Andries van Dam

September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3


Full text available:  [pdf\(9.17 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

5 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art of graphics software packages

Computer Graphics staff

September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3


Full text available:  [pdf\(9.03 MB\)](#)

Additional Information: [full citation](#), [references](#)

6 Interactive Editing Systems: Part I

Norman Meyrowitz, Andries van Dam

September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3


Full text available:  [pdf\(3.08 MB\)](#)

Additional Information: [full citation](#), [citations](#), [index terms](#)

7 Pen computing: a technology overview and a vision

André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Full text available:  [pdf\(5.14 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

8 Storytelling with digital photographs

Marko Balabanović, Lonny L. Chu, Gregory J. Wolff

April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available:  [pdf\(1.12 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Photographs play a central role in many types of informal storytelling. This paper describes an easy-to-use design that enables digital photos to be used in a manner similar to print photos for sharing personal stories. A portable form factor combined with a novel interface supports local sharing like a conventional photo album as well as recording of stories that can be sent to distant friends and relatives. User tests validate the design and reveal that people alternate between "photo ...

Keywords: browsing, digital photography, digital storytelling, multimedia organization

9 Using a theoretical multimedia taxonomy framework

Rachelle S. Heller, C. Dianne Martin, Nuzi Haneef, Sonja Gievska-Krliu

March 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available:  [pdf\(154.09 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Multimedia (MM) is a polysemous term, a term with many definitions, and in this case, many roots. In this paper, multimedia is defined as the seamless integration of two or more media. Each ancestor brings another requirement, muddying the field and making it difficult to work through. A multimedia taxonomy based on a previous media taxonomy is proposed to help organize the discipline. The taxonomy helps to classify the space called multimedia and to draw attention to difficult issues. The ...

Keywords: computer uses in education, evaluation, multimedia

10 Abstract state machines capture parallel algorithms

Andreas Blass, Yuri Gurevich

October 2003 **ACM Transactions on Computational Logic (TOCL)**, Volume 4 Issue 4

Full text available:  [pdf\(610.28 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We give an axiomatic description of parallel, synchronous algorithms. Our main result is that every such algo can be simulated, step for step, by an abstract state machine with a background that provides for multisets.

Keywords: ASM thesis, Parallel algorithm, abstract state machine, postulates for parallel computation

11 Computing with structured connectionist networks

Jerome A. Feldman, Mark A. Fandy, Nigel H. Goddard, Kenton J. Lynne

February 1988 **Communications of the ACM**, Volume 31 Issue 2

Full text available:  [pdf\(1.93 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The design and applications of massively parallel computational models could lead to dramatic advances in the ability to automate complex tasks such as those found in artificial intelligence.

12 Specification and dialogue control of visual interaction through visual rewriting systems

P. Bottoni, M. F. Costabile, P. Mussio

November 1999 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 21 Issue 6

Full text available:  [pdf\(886.71 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Computers are increasingly being seen not only as computing tools but more so as communication tools, thus placing special emphasis on human-computer interaction (HCI). In this article, the focus is on visual HCI, where the messages exchanged between human and computer are images appearing on the computer screen, as in current popular user interfaces. We formalize interactive sessions of a human-computer dialogue as a structured set of legal visual sentences, i.e., as a visual language ...

Keywords: control automaton, dialogue control, visual languages

13 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**


Full text available:  [pdf\(613.63 KB\)](#)  [html](#)
(2.78 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

14 TalkBack: a conversational answering machine

Vidya Lakshminpathy, Chris Schmandt, Natalia Marmasse

November 2003 **Proceedings of the 16th annual ACM symposium on User interface software and technology**

Full text available:  [pdf\(1.57 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Current asynchronous voice messaging interfaces, like voicemail, fail to take advantage of our conversational skills. TalkBack restores conversational turn-taking to voicemail retrieval by dividing voice messages into segments based on the most significant silent and filled pauses and pausing after each to record a response. These responses are composed into a reply, alternating with snippets of the original message for context. TalkBack is built into a digital picture frame; the recipient ...



Keywords: answering machine, computer mediated communication, conversational interface, voicemail

15 The FINITE STRING Newsletter: Abstracts of current literature

Computational Linguistics Staff

January 1987 **Computational Linguistics**, Volume 13 Issue 1-2

Full text available:

 pdf(6.15 MB)  Publisher
Site

Additional Information: [full citation](#)

16 New Active Tools for Supporting Narrative Structures

Françoise Decortis, Antonio Rizzo

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 5-6

Full text available:  pdf(498.52 KB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

Constructing stories is a type of playing that involves mobilizing the storyteller's imagination and finding original ways to convey narrative intentions. When a child invents a story, there is a natural interaction with the local environment and the use of various means of expression. We adopted a user-centered approach to design POGO, a playful environment which utilizes the child's physical environment and sensory modalities. POGO is a system of active tools that enable children to ...

Keywords: Active tools, Invisible computing, Narrative structures, Ubiquitous games, User-centered approach

17 Collaborating around collections: Requirements for photoware

David Frohlich, Allan Kuchinsky, Celine Perin, Abbe Don, Steven Ariss

November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work**

Full text available:  pdf(364.89 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Eleven PC-owning families were interviewed at home about their use of conventional and digital photos. They completed photo diaries and recorded photo-sharing conversations that occurred spontaneously over a three-month period after the in-home interviews. From an analysis of the resulting materials we illustrate the strengths and weaknesses of past and present technology for photo sharing. These allow us to prioritize user requirements for a range of future photo-sharing technologies or 'p ...

Keywords: cameras, communication, digital photography, photo sharing, photoware, storytelling, user requirements

18 Document Formatting Systems: Survey, Concepts, and Issues

Richard Furuta, Jeffrey Scofield, Alan Shaw

September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3


Full text available:  pdf(5.36 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

19 Capturing, structuring, and representing ubiquitous audio

Debby Hindus, Chris Schmandt, Chris Horner

October 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 4

Full text available:  pdf(1.78 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Although talking is an integral part of collaboration, there has been little computer support for acquiring and accessing the contents of conversations. Our approach has focused on ubiquitous audio, or the unobtrusive capture of speech interactions in everyday work environments. Speech recognition technology cannot yet transcribe fluent conversational speech, so the words themselves are not available for organizing the captured interactions. Instead, the structure of an interaction ...


Keywords: audio interactions, collaborative work, multimedia workstation software, semi-structured data, software telephony, stored speech, ubiquitous computing

20 Anima II: a 3-D color animation system

Ronald J. Hackathorn

July 1977 **ACM SIGGRAPH Computer Graphics, Proceedings of the 4th annual conference on Computer Graphics**

graphics and interactive techniques, Volume 11 Issue 2

Full text available:  [pdf\(2.27 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

An animation software system has been developed at The Computer Graphics Research Group which allows a person with no computer background to develop an animation idea into a finished color video product which be seen and recorded in real time. The animation may include complex polyhedra forming words, sentences, plants, animals and other creatures. The animation system, called Anima II, has as its three basic parts: a data generation routine used to make colored, three-dimensional objects, a ...

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